



ILLINOIS GAMING BOARD

Pat Quinn • Governor Aaron Jaffe • Chairman Mark Ostrowski • Administrator

160 North LaSalle ♠ Suite 300 ♣ Chicago, Illinois 60601 ♥ tel 312/814-4700 ♦ fax 312/814-4602

Regular Video Gaming Board Meeting Agenda

Wednesday, October 15, 2014 – 10:15 A.M. Closed Session

Thursday, October 16, 2014 – 10:15 Open Session

MICHAEL A. BILANDIC BUILDING

5th Floor Conference Room # C500

160 N. LaSalle Street

Chicago, IL

CLOSED SESSION

- Approval of Closed Session Minutes: September 22, 2014 Regular Meeting
- Heck Gaming, LLC – Terminal Operator License Renewal
- Technician & Terminal Handler Licenses – Approvals & Denials
- Video Gaming Locations – Approvals & Denials
- Administrative Requests for Hearing/Requests to Reapply
- Litigation
- Other Investigations, Complaints and Disciplinary Actions
- Personnel

OPEN SESSION

- Approval of Open Session Minutes September 23, 2014 Regular Meeting
- Chairman's Report/Comments
- Board Members' Comments
- Administrator's Report
- Heck Gaming, LLC – Terminal Operator License Renewal
- Technician & Terminal Handler Licenses – Approvals & Denials
- Video Gaming Location Licenses – Approvals & Denials
- Administrative Requests for Hearing/Requests to Reapply
- Other Investigations, Complaints and Disciplinary Actions
- Adjourn

On Wednesday, October 15, 2014 at 10:15 A.M., the Board will meet in the Conference Room of the Gaming Board office on the 3rd floor of the Bilandic Building and immediately retire to Closed Session. The Open Session of the Board meeting will commence on Thursday, October 16, 2014 at approximately 10:15 A.M. in Room C500 on the 5th floor of the Bilandic Building.

Please note that the Regular Riverboat Board meeting agendas, Regular Video Gaming Board meeting agendas and Special Board meeting agendas are typically posted 48 hours prior to the scheduled meeting date.

Requests to speak at Board meetings may be denied if not received prior to the publication of the agenda. Public commentary is limited to five minutes per speaker.